EXHIBIT A

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generating a compiled representation of a textual description in a mark-up language of operations for performing a call feature or service	col., 3, lines 4-64

logical system components in accordance with a preferred embodiment;

FIGS. 5-9 are process flowcharts illustrating the detailed operation of the components illustrated in FIG. 4 in accordance with a preferred embodiment; 5

FIG. 10A illustrates a Public Switched Telephone Network (PSTN) 1000 comprising a Local Exchange Carrier (LEC) 1020 through which a calling party uses a telephone 1021 or computer 1030 to gain access to a switched network 10 in accordance with a preferred embodiment;

FIG. 10B illustrates an internet routing network in accordance with a preferred embodiment;

FIG. 11 illustrates a VNET Personal Computer (PC) to PC 15 Information call flow in accordance with a preferred embodiment;

FIGS. 12A and 12B illustrate a VNET Personal Computer (PC) to out-of-network PC Information call flow in accordance with a preferred embodiment; 20

FIG. 13 illustrates a VNET Personal Computer (PC) to out-of-network Phone Information call flow in accordance with a preferred embodiment;

FIG. 14 illustrates a VNET Personal Computer (PC) to in-network Phone Information call flow in accordance with 25 a preferred embodiment;

FIG. 15 illustrates a Personal Computer to personal computer internet telephony call in accordance with a preferred embodiment; 30

FIG. 16 illustrates a phone call that is routed from a PC through the Internet to a phone in accordance with a preferred embodiment;

FIG. 17 illustrates a phone to PC call in accordance with a preferred embodiment; 35

FIG. 18 illustrates a phone to phone call over the internet in accordance with preferred embodiment;

FIGS. 19A and 19B illustrates an Intelligent Network in accordance with a preferred embodiment;

FIG. 19C illustrates a Video-Conferencing Architecture in 40 accordance with preferred embodiment;

FIG. 19D illustrates a Video Store and Forward Architecture in accordance with a preferred embodiment;

FIG. 19E illustrates an architecture for transmitting video 45 telephony over the Internet in accordance with a preferred embodiment;

FIG. 19F is a block diagram of an internet telephony system in accordance with a preferred embodiment;

FIG. 19G is a block diagram of a prioritizing access/router 50 in accordance with a preferred embodiment;

FIG. 20 is a high level block diagram of a networking system in accordance with a preferred embodiment;

FIG. 21 is a functional block diagram of a portion of the system shown in FIG. 20 in accordance with a preferred 55 embodiment;

FIG. 22 is another high level block diagram in accordance with a preferred embodiment of FIG. 21;

FIG. 23 is a block diagram of a switchless network system 60 in accordance with a preferred embodiment;

FIG. 24 is a hierarchy diagram illustrating a portion of the systems shown in FIGS. 20 and 23 in accordance with a preferred embodiment;

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instantiating a feature object embodying the compiled representation	col. 11, lines 3-65
	
	Video Operator Software System
	  Class Hierarchy
	  Class and Object details
	Graphical User Interface Classes
	  Class Hierarchy
	  Class and Object details
	Video Operator Shared Database
	  Database Schema
	Video Operator Console Graphical User Interface Windows
	  Main Console Window
	  Schedule Window
	  Conference Window
	  Video Watch Window
	  Console Output Window
	  Properties Dialog Box
	World Wide Web (WWW) Browser Capabilities
	 User Interface
	 Performance
	 Personal Home Page
	  Storage Requirements
	  On Screen Help Text
	  Personal Home Page Directory
	  Control Bar
	  Home Page
	  Security Requirements
	  On Screen Help Text
	  Profile Management
	  Information Services Profile Management
	  Personal Home Page Profile Management
	  List Management
	  Global Message Handling
	 Message Center
	  Storage Requirements
	 PC Client Capabilities
	  User Interface
	  Security
	  Message Retrieval
	  Message Manipulation
	 Order Entry Requirements
	  Provisioning and Fulfillment
	 Traffic Systems
	 Pricing
	 Billing
	Directline MCI
	 Overview
	  The ARU (Audio Response Unit) 502
	  The VFP (Voice Fax Platform) 504
	  The DDS (Data Distribution Service) 506
	 Rationale
	 Detail
	  Call Flow Architecture 520
	  Network Connectivity
	  Call Flow
	  Data Flow Architecture
	 Voice Fax Platform (VFP) 504 Detailed Architecture
	  Overview
	  Rationale
	  Detail
	 Video Distribution Detailed Architecture
	  Overview

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instantiating a feature object embodying the compiled representation	col. 6, lines 1-58 6 FIG. 92 is a control flow diagram illustrating the Network Call Identifier (NCID) switch call processing in accordance with a preferred embodiment; FIG. 93 is a control flow diagram illustrating the processing of a received Network Call Identifier in accordance with a preferred embodiment; FIG. 94(A) is a control flow diagram illustrating the generation of a Network Call Identifier in accordance with a preferred embodiment; FIG. 94(B) is a control flow diagram illustrating the addition of a Network Call Identifier to a call record in accordance with a preferred embodiment; FIG. 95 is a control flow diagram illustrating the transport of a call in accordance with a preferred embodiment; FIG. 96 shows a hardware component embodiment for allowing a video operator to participate in a video conferencing platform, providing services including but not limited to monitoring, viewing and recording any video conference call and assisting the video conference callers in accordance with a preferred embodiment; FIG. 97 shows a system for enabling a video operator to manage video conference calls which includes a video operator console system in accordance with a preferred embodiment; FIG. 98 shows a system for enabling a video operator to manage video conference calls which includes a video operator console system in accordance with a preferred embodiment; FIG. 99 shows how a video conference call initiated by the video operator in accordance with a preferred embodiment; FIG. 100 shows the class hierarchy for video operator software system classes in accordance with a preferred embodiment; FIG. 101 shows a state transition diagram illustrating the state changes that may occur in the VOCall object's m_state variable in accordance with a preferred embodiment; FIG. 102 shows a state transition diagram illustrating the state changes that may occur in the VOConnection object's m_state variable ("state variable") in accordance with a preferred embodiment; FIG. 103 shows a state transition diagram illustrating the state changes that may occur in the VOConference object's m_state variable ("state variable") in accordance with a preferred embodiment; FIG. 104 shows a state transition diagram illustrating the state changes that may occur in the VORecorder object's m_state variable ("state variable") in accordance with a preferred embodiment; FIG. 105 shows a state transition diagram illustrating the state changes that may occur in the VORecorder object's m_state variable ("state variable") in accordance with a preferred embodiment; FIG. 106 shows the class hierarchy for the video operator graphics user interface ("GUI") classes in accordance with a preferred embodiment; FIG. 107 shows a database schema for the video operator

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instantiating a feature object embodying the compiled representation	col., 9, lines 9-61
	
	Product/Enhancement
	Interface Feature Requirements (Overview) 10
	  The User Account Profile
	  The Database of Messages
	Automated Response Unit (ARU) Capabilities
	  User Interface 15
	Message Management
	  Multiple Media Message Notification
	  Multiple Media Message Manipulation
	  Text to Speech
	  Email Forwarding to a Fax Machine 20
	  Pager Notification of Messages Received
	  Delivery Confirmation of Voicemail
	  Message Prioritization
	Information Services
	Message Storage Requirements 25
	Profile Management
	Call Routing Menu Change
	Two-way Pager Configuration Control and Response to
	  Park and Page 30
	Personalized Greetings
	List Management
	Global Message Handling
	Internet Telephony and Related Services
	  System Environment for Internet Media 35
	    Hardware
	    Object-Oriented Software Tools
	  Telephony Over The Internet
	    Introduction 40
	    IP Phone as a Commercial Service
	    Phone Numbers in the Internet
	    Other Internet Telephony Carriers
	    International Access
	  Internet Telephony Services 45
	  Call Processing
	    VNET Call Processing
	    Descriptions of Block Elements
	  Re-usable Call Flow Blocks
	    VNET PC connects to a corporate intranet and logs in 50
	      to a directory service
	    VNET PC queries a directory service for a VNET
	      translation
	    PC connects to an ITG
	    ITG connects to a PC 55
	    VNET PC to PC Call Flow Description
	    Determining best choice for Internet client selection of
	      an Internet Telephony Gateway server on the Inter-
	      net
	    Vnet Call Processing 60
	Telecommunication Network Management

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instantiating a context object that maintains information regarding a present state of the call feature or service, and that signals the feature object in regard to events occurring with respect to the call feature or service	col., 9, lines 9-61
	
	Product/Enhancement
	Interface Feature Requirements (Overview) 10
	  The User Account Profile
	  The Database of Messages
	Automated Response Unit (ARU) Capabilities
	  User Interface 15
	Message Management
	  Multiple Media Message Notification
	  Multiple Media Message Manipulation
	  Text to Speech
	  Email Forwarding to a Fax Machine 20
	  Pager Notification of Messages Received
	  Delivery Confirmation of Voicemail
	  Message Prioritization
	Information Services
	Message Storage Requirements 25
	Profile Management
	Call Routing Menu Change
	Two-way Pager Configuration Control and Response to
	  Park and Page 30
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	Global Message Handling
	Internet Telephony and Related Services
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	    Hardware
	    Object-Oriented Software Tools
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	    Other Internet Telephony Carriers
	    International Access
	  Internet Telephony Services 45
	  Call Processing
	    VNET Call Processing
	    Descriptions of Block Elements
	  Re-usable Call Flow Blocks
	    VNET PC connects to a corporate intranet and logs in 50
	      to a directory service
	    VNET PC queries a directory service for a VNET
	      translation
	    PC connects to an ITG
	    ITG connects to a PC 55
	    VNET PC to PC Call Flow Description
	    Determining best choice for Internet client selection of
	      an Internet Telephony Gateway server on the Inter-
	      net
	    Vnet Call Processing 60
	Telecommunication Network Management

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the feature object responding to such signaling by effecting execution of one or more of the operations in the compiled representation of the textual description in the mark-up language	col., 6, lines 1-58 **6** FIG. 92 is a control flow diagram illustrating the Network Call Identifier (NCID) switch call processing in accordance with a preferred embodiment; FIG. 93 is a control flow diagram illustrating the processing of a received Network Call Identifier in accordance with a preferred embodiment; FIG. 94(A) is a control flow diagram illustrating the generation of a Network Call Identifier in accordance with a preferred embodiment; FIG. 94(B) is a control flow diagram illustrating the addition of a Network Call Identifier to a call record in accordance with a preferred embodiment; FIG. 95 is a control flow diagram illustrating the transport of a call in accordance with a preferred embodiment; FIG. 96 shows a hardware component embodiment for allowing a video operator to participate in a video conferencing platform, providing services including but not limited to monitoring, viewing and recording any video conference call and assisting the video conference callers in accordance with a preferred embodiment; FIG. 97 shows a system for enabling a video operator to manage video conference calls which includes a video operator console system in accordance with a preferred embodiment; FIG. 98 shows a system for enabling a video operator to manage video conference calls which includes a video operator console system in accordance with a preferred embodiment; FIG. 99 shows how a video conference call initiated by the video operator in accordance with a preferred embodiment; FIG. 100 shows the class hierarchy for video operator software system classes in accordance with a preferred embodiment; FIG. 101 shows a state transition diagram illustrating the state changes that may occur in the VOCall object's m_state variable in accordance with a preferred embodiment; FIG. 102 shows a state transition diagram illustrating the state changes that may occur in the VOConnection object's m_state variable ("state variable") in accordance with a preferred embodiment; FIG. 103 shows a state transition diagram illustrating the state changes that may occur in the VOConference object's m_state variable ("state variable") in accordance with a preferred embodiment; FIG. 104 shows a state transition diagram illustrating the state changes that may occur in the VORecorder object's m_state variable ("state variable") in accordance with a preferred embodiment; FIG. 105 shows a state transition diagram illustrating the state changes that may occur in the VORecorder object's m_state variable ("state variable") in accordance with a preferred embodiment; FIG. 106 shows the class hierarchy for the video operator graphics user interface ("GUI") classes in accordance with a preferred embodiment; FIG. 107 shows a database schema for the video operator